

ELECTRONIC SECOND SPIN SLOT MACHINEABSTRACT OF THE DISCLOSURE

5      *Sub D'7*      An electronic slot machine (10) and method of use  
which allows a player to completely respin one or more of the  
symbols displayed after the first spin in order to create,  
improve or even lose a winning combination. In its preferred  
form, the electronic slot machine of the present invention  
10 features a video monitor (30) with a plurality of symbol  
display boxes (32) arrayed in rows and columns. When the  
machine is activated through, for example, insertion of a  
valid coin and pressing of the "spin" button (22), one or more  
random numbers are generated in the slot machine's  
15 microprocessor (15) and compared to one or more reel strips  
encoded in computer memory (58) to determine which symbols are  
to be displayed in each of the symbol display boxes. If a  
suitable winning combination is not formed after this first  
spin, the player is given an opportunity to select one or more  
20 of the symbol display boxes for respin. After the new symbols  
are selected by the microprocessor and displayed in the respun  
boxes, the microprocessor compares the displayed symbols with  
a memorized list of winning combinations to determine if the  
game is a winner.

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